

NEYSA INDOOR

SOCCER 2010

RULES

Halfway Line and Center Spot - A half way line is marked across the field of play. A center spot is marked in the middle of this line and a circle is marked around it. All players must remain behind the circle on all kick offs. A goal can be scored from a kick off.

Penalty Area - At each end of the field of play, two lines are drawn at right angles to the goal line on the outside of each goal post. These lines are joined by a line drawn parallel with the goal line. (Also known as the key in basketball.)

Corner Kick Mark - All corner kicks will take place at the corner of the (basketball) court

Touch Line - One of the sidelines will be considered out of bounds. (Based on Gym for DIV 2+) Restarts will be taken from a point on this line. A goal can be scored from a kick-in. K/1 will play off the bottom row bleachers, any ball hitting above and staying will result in a free kick. All kicks are direct free kicks. Ceiling and certain areas of the wall will be considered out of bounds. Backboards will be out of play. Stage area may/may not be called out of bounds.

NUMBER OF PLAYERS - A game shall be played by two teams, each consisting of not more than six or less than four players on the field, one of whom must be the goalkeeper. Games shall not start unless a team has the minimum number of players present on the playing surface by designated forfeit time (10 minutes past the starting time) **K-1ST Grade may play w/ 7 on the field.**

SUBSTITUTIONS - Substitutions may be made at any time on an unlimited basis during the game provided they are 3' from the bench and the player does not interfere with play at the time the replacing player enters the field of play. Other substitutions are allowed during the following...

- A goal is scored
- A time penalty is awarded
- An injury time-out
- The ball is out of bounds

GOALKEEPER SUBSTITUTION - Any teammate may change places with the goalkeeper at anytime during the game as long as goalies shirt does not match the player's jersey. **Keepers CANNOT PUNT KICK.**

PLAYERS EQUIPMENT

The equipment of a player is a shirt (tucked in), shorts, socks, regulation shinguards and indoor soccer footwear. Teams' jerseys must be of the same color. Shirts and shoes must be worn at all times. **Black soled shoes are not allowed.** All players **MUST** wear shinguards. Any cast worn must be properly padded and checked by the referee.

DANGEROUS EQUIPMENT- Players **MAY NOT** wear necklaces, chains, earrings, rings, watches, or bracelets.

DURATION OF GAME - All games will consist of two 25-minute halves with a five-minute break at halftime. **(K-1 Grade will play four 10-minute quarters). THERE WILL BE NO OVERTIME.** Each team is allowed **one**-60 second time out per game, which may be called at a normal stoppage of play when that team is in possession of the ball or when the goalkeeper has full possession of the ball. Time outs **CANNOT** be used with less than 5 minutes remaining in either half. There will be **NO** time outs for K/1 Grade.

FIVE SECOND PLAY REQUIREMENT-Players have 5 seconds to put the ball into play on free kicks. Failure to do so is a possession turnover to the opponent. Goalies have 5 seconds to distribute the ball out of their possession.

THREE LINE PASS VIOLATION- When the ball crosses the 3rd line (foul line) in the air, toward the opponent's goal-line, without touching or having been played by another player, three lines will be called. A direct kick is given at the top of the three-point arc. **(Applies to 4-6 Grade DIV ONLY)**

FOULS AND TIME PENALTIES- If any of the following fouls occur inside the penalty box (the key) a 5-second penalty shootout shall be rewarded. **Shootout does not apply for K-1ST Grade.** See 2nd page for correct "turkey" penalty shootout.

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at or attempts to jump at an opponent
- Charges or attempts to charge an opponent
- Strikes or attempts to strike an opponent
- Pushes or attempts to push an opponent
- Tackles an opponent to gain unfair advantage
- Holds an opponent
- Spits at an opponent
- Handles the ball (doesn't affect the keeper)

BLUE/YELLOW CARDS (2 MINUTE MINOR)

*UNSPORTING BEHAVIOR

*DISSENT BY WORD OR ACTION

*PERSISTENTLY INFRINGES THE GAME

*DELAYS RESTART OF PLAY

*FAILS TO RESPECT REQUIRED DISTANCE

*EXCESSIVE BOARDING

***SLIDE TACKLES ARE NOT ALLOWED**

RED CARDS (EJECTION-5 MINUTE MAJOR)

*SERIOUS FOUL PLAY

*VIOLENT CONDUCT

*SPITS AT AN OPPONENT

*DENIES OBVIOUS GOAL SCORING OPPORTUNITY BY USING THE HANDS

*DENIES OBVIOUS GOAL SCORING OPPORTUNITY BY CAUSING A FOUL

* OFFENSIVE, INSULTING, ABUSIVE LANGUAGE

*RECEIVES A SECOND CAUTION

MINOR-MAJOR TIME PENALTY- IF A GOAL IS SCORED DURING A **MINOR** TIME PENALTY THE PERSON SERVING THE PENALTY CAN REENTER AFTER THE GOAL IS SCORED. IF A GOAL IS SCORED DURING A **MAJOR** TIME PENALTY THE TEAM SERVING THE PENALTY CANNOT REENTER. THE 5-MINUTE **MAJOR** PENALTY MUST BE SERVED THROUGH ITS ENTIRETY.

ALL RESTARTS ARE DIRECT KICKS

**There will be NO PROTESTS on games, referee's decision is final.

**Accumulation of three Blue/Yellow Cards during the season will result in a one game suspension.

**A Red Card received during a game will result in a one (next regularly-scheduled) game suspension for rostered team (This includes Tournament play). (Suspension may/may not follow entire Tournament day).

**ALL REGULAR OUTDOOR RULES (USSF Rules) WILL BE FOLLOWED IF NOT STATED HEREIN.

PENALTY KICK (TURKEY SHOOTOUT)

- a. Prior to the penalty kick, the penalized player shall be in the player bench area. All other players must be on the opposite half of the field from where the penalty kick is being taken.
- b. The ball shall be placed on the (basketball) 3 Point Line nearest the attacking goal.
- c. When the referee blows the whistle, the player from the moment the ball is touched shall have five seconds to score a goal regardless of the number of times the ball is played off any side, end wall, or goalkeeper. **The ball must cross the goal before the whistle sounds.**
- d. The goalkeeper shall be restricted to goalkeeping privileges within the penalty area. Any foul committed by the goalkeeper, regardless of position, shall be penalized by another penalty kick, which can be taken by any player.
- e. The goalkeeper shall have at least one foot on the goal line and may not move until after the referee signals the penalty kick to begin and player has touched the ball.
- f. The game clock shall be stopped during the penalty kick.
- g. If the penalty kick attempt is successful, the player causing the penalty kick shall return to play regardless of other penalties being served. (UNLESS a MAJOR penalty is being served)
- h. Unsuccessful penalty kick: If the penalty kick attempt is unsuccessful, the ball will be spotted at the top of the three-point arc and play shall be restarted by the taking of a free kick by the team having taken the penalty kick. The penalized player shall serve the appropriate time penalty.

TOURNAMENT RULES

*Games will start on time

*Halftime will be 1-2 minutes long

*Games are TWO (2) –fifteen (15) minute halves **OR** TWO (2) –twelve (12) minute halves

*Games will consist of 5 players + goalie (6 Total)

*Captain who wins coin toss will choose which end to defend first, losing team will have kick-off

*Overtime will be announced if needed

* No horseplay or running in the halls, no horseplay anywhere
(CHILDREN MUST BE WITH AN ADULT AT ALL TIMES)

- All regular season rules apply
- **NO SLIDE TACKLES (Warning, then Blue/Yellow Card)**
- Substitutions allowed anytime throughout the game as described previously
- A one (1) minute time out is allowed for each team each game (clock stops) with your keeper possession or possession of your free kick
- A goal **CANNOT** be scored from the kick-off
- No offsides
- All kicks are direct kicks
- USSF Rules applies if not previously mentioned

*****OVERTIME PROCEDURES*****

TWO 5 minute golden goal periods **OR** ONE 5 minute golden goal period

VISITING TEAM HAS 1ST O.T. Period Kick-off (listed 2nd)

Remains tied after O.T. period(s) then Penalty Kicks

- a. The coach shall pick 5 shooters. All players must take a shot before anyone can take a second turn
- b. (Follow above Turkey Shootout Rules)
- c. The kicks shall end when one team has achieved an insurmountable advantage, such as scoring on its first three attempts while their opponents miss their first attempts
- d. If teams remain tied after first five attempts, then they shall continue to take alternating shots with new kickers until one has scored more than the other after an equal number of attempts

PLEASE VISIT WWW.NEYSA-SPORTS.ORG, CLICK ON SOCCER AND READ THE SPORTSMANSHIP DOCUMENTS UNDER GENERAL SOCCER INFORMATION. THEY APPLY TO THE INDOOR SOCCER LEAGUE. THE SITE WILL ALSO PROVIDE ANY UPDATES THROUGHOUT THE SEASON. CANCELATIONS (MOSTLY DUE TO WEATHER) WILL BE ON THE BLOG LINKED TO THE SOCCER WEBSITE.